

» mission statement

I am a full-stack web developer passionate about building products that can entertain or just make people happy. Playing and creating games is something that I've loved that overflows from my personal life to my career; I would love to now share that experience with others. Which is why learning quickly has been a skill that has led me down a pretty cool career path.

» skills

Git, Backbone.js, PostgreSQL, After Effects, RSpec, Photoshop, Jasmine, Rails, jQuery, AJAX, CSS, Agile Development, Capybara, HTML, Javascript, Ruby, Animation, Sinatra

» experience

Junior Web Developer

Dev Bootcamp

2014 to 2015

Dev Bootcamp is a 19 week intensive training. As a student we spend about 80+ hours per week during the second half of the program.

- Learned new skills (Ruby, Javascript, Rails, etc.) in 19 weeks .
- Worked with teams weekly to develop our skills and create apps.
- Learned more about myself as a developer and as a person.

Game and Level Designer

Insidious Games LLC

2011 to 2012

Helped design and produced an Android and iOS game. Lead designer of a team of five other in a year-long project to create a turn base strategy game for Android and iOS.

- Worked with artists, and music composer to develop a theme for Reign.
- Created the User Interface and worked alongside artists to create animations.
- Design many systems for the game including the battle system, leveling system and upgrade system.

Graphic Design

Tap.Me

2011 to 2011

Created and updated art assets for multiple projects including game artwork for iPhone and Android, ad platform graphics and game developer tutorials.

- As part of the team that designed and implemented game updates and developed an ad platform.
- Allowed me to see first-hand how the creative process works in the gaming Industry.
- Worked with a team overcome obstacles to achieve common goals.

» volunteering

Empower Campaign · Media Intern

Nov 2009 to Mar 2011

The Empower Campaign is a holistic, community and school based initiative designed to help children, including those that are orphaned or vulnerable, receive an education in Africa.

- Organized meetings with over 50 participants to be interviewed.
- Captured B-roll footage of the members painting walls, selling jewelry, dancing, and singing to create a Media Video.
- Created multiple videos to spread information about our cause of helping children in Uganda.

WOUB – PBS · Animation Production Intern

Jun 2010 to Sep 2010

Created five different children's animations based on stories and illustrations children from kindergarten to second grade wrote. These animations were aired on the local TV Station and at local schools.

- Created the animations using After Effects.
- Taught others how to use this capability more effectively in their work at the local TV Station.

» projects

Timetris

Timetris connects with your Google Calendar to fill gaps in your daily schedule. Timetris was developed in 7 days as a final project.

Reign Legend of Godric

Lead designer of a team of five other in a year-long project to create a turn base strategy game for Android and iOS. Follow the legend of our main hero Godric, through his popup adventure.

Twisted Tunnel

A new twist to the tunnel runner game genre - instead of running down the tunnel and dodging the obstacles, you control the twists of the dungeon and when obstacles spawn to stop the player. Design the idea of Twisted Tunnels to a app for Android and iOS .

Dragon Flight

Designed and created this game for the Ludum Dare jam. The Theme of the jam was You are the Villain. The concept and assets for this game were all created within 48 hours of the themes announcement. Dragon Flight is a game where you take the role of the evil dragon. Destroy as many villager's homes before the villagers kill you.

Pangaea Artica

This is a 3D action adventure game build over the course of two quarters at Ohio University by a team of five students. The main focus on this game was to establish a unique atmosphere with a story driven gameplay. Pangaea Artica is a game that takes place in the distant future during another ice age. See if you can survive the elements.

» education

Dev Bootcamp

Full-Stack Web Development 2015

Ohio University

Bachelor of Science in Communications 2012